

The Undead

On the Undead has been said:

“Where's my blessed water!?!?”

Introduction

“Why to flee from an eternal life?”

Said by the Dark Wizard Obrius before the Termus massacre.

The Undead

There are men, that in their fear of the death, they her for to flee from her last kiss.

The Undead (Free Army Composition until an VDT =18/9)

<i>Number</i>	<i>Type</i>	<i>M</i>	<i>VBU</i>	<i>I</i>	<i>VD</i>	<i>Special notes</i>
2 – 6	HI	5	3	1	2	<i>Skeletons Warriors</i> – Fear – Arrows and bolts resistance
1 – 3	HC	7	5	2	3	<i>Skeletons Warriors on horses</i> – Fear - Arrows and bolts resistance
0 - 1	HI	5	5	1	3	<i>Skeletons Guards Infantry</i> – Fear - Arrows and bolts resistance
0 - 2	HC	7	5	2	3	<i>Skeletons Guards Cavalry</i> – Fear - Arrows and bolts resistance
0 – 2	T	5	3	-	2	<i>Skeletons bowmen</i> – Fear – Class B bow - Arrows and bolts resistance
0 – 1	T	5	3	-	2	<i>Skeletons crossbowmen</i> - Fear – Class B crossbow - Arrows and bolts resistance
0 – 1	HI	5	6	1	3	<i>Mummies</i> – Terror
0 - 2	LI	7	5	2	3	<i>Ghoul</i> – Brutal Charge – Fear
0 – 2	Art	-	4	-	1	<i>Artillery classe C</i> - Fear - Arrows and bolts resistance
0 – 2	LIF	8	3	2	3	<i>Giant bats</i> – Fear – Fly
0 – 1	CGL	8	6	2	3	<i>Light Chariots with skeletons</i> – Terror – Class C bow - Arrows and bolts resistance
0 – 2	HI	5	6	0	2	<i>Zombies</i> – Fear – Rigenation – Slow minds – Continuos charge – Hard to die.

Options and new rules:

A player has to his disposition the three following characters to add to his troops:

Necromancer: he can be added to any unit of HI, HC, LC. The unit where he's acquires the ability to provokes Terror. Additionally to this, immediately after an unity of skeletons, within 15cm from him, suffers some shots from shoots or close combat, he throws 1d6 for every hits sustained from the skeletons. This ability can't be used if the damages are inflicted from a Paladin, Magician or a Cleric or from specific attacks brought from characters. The Necromancer can throw two dices versus an enemy unit near 10 Unit of measure from him and in his line of sight. These attacks hits on a 5+ and can be throw only if the character doesn't moves. He can shot to aerial target with a line of sight of 360°. This mean he can attack even enemy behind the unit where's him. The Necromancer is the General of the army. The VD of the unit where he's is increased of +2.

Vampire: CAN BE USED ONLY IN BIG BIF BATTLE OF AT LEAST 36VD FOR SIDE. He can be assigned to any units of HC or LC. The unit with him acquires the ability to provokes Terror. Besides this, it also increases the VBU of the unit of a +1 and the Impetus value of +1 it. This bonus remains for overall the game. The VD of the unity grows +1.

Rider of the Death: he can be added only to units of Skeletons Cavalry of any type. The unit now provokes Terror and has increased his VBU of +1 for the whole game. The VD of the same unit is increased of +1.

The Undead can use the following special rules:

Fly: the Movement value in the sheet is for the movement on earth. When the unit is air this values double and is supposed that the unit is able to pass over any features. Like houses, units and so on. If the unit want to land it must use $\frac{1}{4}$ of his terrestrial movement (rounded up) and to have in front of her the some amount of space free from anything. An aerial unit can turn if it has moved at least $\frac{1}{2}$ of the normal movement in a straight way. After this it can turn until 45° if it's a heavy unit or 90° if it's a light unit. The center of the frontal side is the point around the which the unit turn. An unit can turn and land and arrive in charge, note that it can't use the d6 for the bonus movement. An aerial unit add 5 Units of movement to his range when it shot a target on earth. If it's taken like target from an enemy on earth , this one must add 10 Units of movement at the distance on the their bases. An aerial unit can shot with 360° of line of sight, only if it doesn't move more than his normal Movement on earth. The attack can happen in any point of the movement.

When two or more, flying units are in contact (it isn't possible to use the d6 for the charge bonus movement), the units will stay in the some point until one of them is destroyed (VBU=0). This rule, very childish, want to represent the units flying around themselves fighting.

Terror: an unit that wants to charge or is charged by a monster/unit that cause Terror must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -2 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of its ability to fight effectively.

Fear: an unit that wants to charge or is charged by a monster/unit that cause Terror must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -1 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of its ability to fight effectively.

Brutal Charge: the unit gains a +1 to his Impetus value. Even if it has just lost it due to the losses.

Regeneration: an unit with this talent, immediately after it has suffered losses can throw a die for every hit to sign. With 6 + the damage is ignored. This ability doesn't work against attacks of magic origin or from special attacks coming from Priests or Paladins or Magician.

Slow minds: at the beginning of his own turn the player must throw 1d6 for every Slow Minds unit. With a result of 4+ the unit can be moved like the player wants. With a 2 or 3 it advances toward the nearest enemy in straight line and if it crosses friendly troops it disorganizes them unless they are Light Cavalry or Light Infantry. With a 1 the unit doesn't move and look around stupidly.

Continuous charge: the members of this unit can charge ever. Even without a Impetus value they can attack.

Hard to die: a unit with this ability , immediately after it has suffered some hits can throw a dice for every hit sustained. With a result of 6+ the hit is negated.

Arrows and bolts resistance: if a skeletons unit suffer hits from bows or crossbows it can negate every hit sustained with a roll of 5+ on a d6. This effect doesn't apply to hits from artillery and gunpowder weapons.

COESION TEST:

An Undead army doesn't suffer from the enemy Fear or Terror abilities, except where specifically write.

The only exceptions to this rule are the Ghouls and the Giant bats.